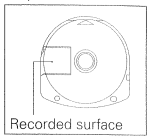
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

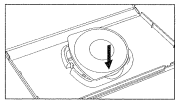
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

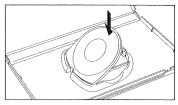
• This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction. • SCEA will not be held liable for damage resulting from the misuse of discs.


Recorded surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

ULUS 10035

NAMCO MUSEUM™ BATTLE COLLECTION

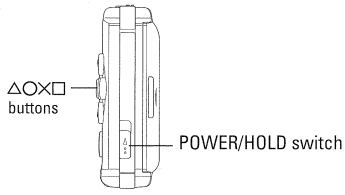
TABLE OF CONTENTS

GETTING STARTED 3
ORIGINAL MODE: GETTING STARTED 7
PAC-MAN® ARRANGEMENT 11
GALAGA® ARRANGEMENT 13
NEW RALLY-X™ ARRANGEMENT 15
DIG DUG™ ARRANGEMENT 17
PAC-MAN® / MS. PAC-MAN® 19
GALAXIAN® / GALAGA® 21
RALLY-X® / NEW RALLY-X™ 23
DIG DUG™ 25
XEVIOUS® 27
BOSCONIAN™ 28
MOTOS™ 29
MAPPY® 30
GROBDA™ 31
ROLLING THUNDER™ 32
TOWER OF DRUAGA™ 33
DIG DUG®II 34
DRAGON BUSTER™ 35
KING & BALLOON™ 36
WIRELESS PLAY SETUP 37
CREDITS 39
NOTES 41

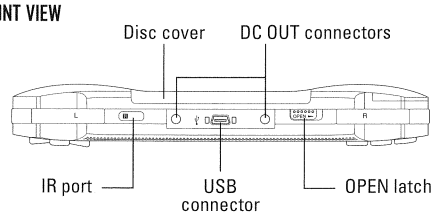
OVERVIEW

NAMCO MUSEUM™ BATTLE COLLECTION contains two modes: Original and Arrangement. Original Mode features seventeen original classic games. Arrangement Mode features updated versions of some of these classic games: Pac-Man Arrangement, Galaga Arrangement, New Rally-X Arrangement and Dig Dug Arrangement.

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **Namco Museum™ Battle Collection** UMD™ with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP System Software screen, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

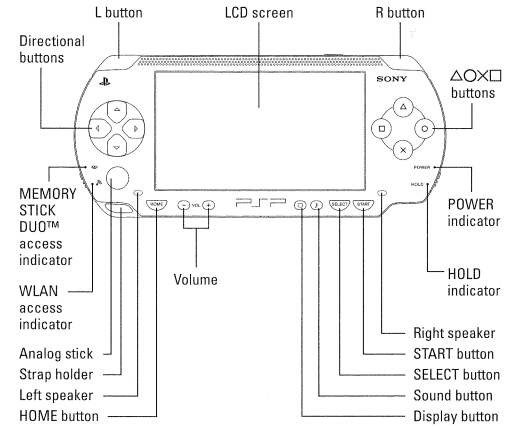
NOTICE: Do not eject a UMD while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP handheld. You can load saved game data from any of the same Memory Stick Duo™ containing previously saved games.

PSP™ handheld entertainment system configuration



CONTROLS & GETTING STARTED

Choose a game to play from the Main Menu. Select games from either ORIGINAL or ARRANGEMENT Modes. Refer to each game's instruction to learn how to view the screens and operate the controls.

For controls for the Title Screen and Menu Screens for each game, see the individual game pages in this manual.

SAVING

Games are saved automatically. Insert a Memory Stick Duo™ or a Memory Stick PRO Duo™ with at least 300KB of free space into the Memory Stick Duo™ slot prior to starting the game. When the Autosave feature is turned ON in the Options Screen, the game will save automatically after each world or level is cleared.

PSP "GAME SHARING"

Share classic gameplay with your friends!

Taking advantage of the PSP Game Sharing Function, Namco Museum Battle Collection allows you to share the original games with your friends who do not have the software by way of Wireless LAN. Give the gift of great gameplay to everyone around you!

What is Game Sharing?

On the Main Menu, if you select "Game Sharing" in "ORIGINAL," you will be able to send the first level of 10 of the original titles to another PSP. The receiving PSP does not require a disc to receive these games.

What You Need

- "PSP" Hardware: Hardware For # Of Game Sharing Recipients
- "Namco Museum Battle Collection" "UMD" X 1

OPERATION PROCEDURES

"Game Sharing:" Sending

Make sure the "PSP" Wireless LAN Switch is turned on. Move the cursor to the ORIGINAL column by pressing the directional button left and right, then select "Game Sharing" by pressing the directional button up and down. When the message "Ready and waiting...Please standby momentarily" is displayed on the screen, please follow the instructions as shown on the screen.

"Game Sharing:" The Receiving Side

Make sure the "PSP" WLAN Switch is turned on, and select "Game Sharing" from the System Software screen. When the message "Searching for players. Please wait..." has displayed, please input the operations according to the instructions on the screen.

If Game Sharing is successful, a Game Select Screen will be displayed. Select the game(s) you would like to play. For an explanation of the controls for the titles in Namco Museum Battle Collection, please refer to of the manual.

How to End the Game

Either turn off the power or press the "HOME Button" to exit the game. When the game is exited or the PSP is powered down, the game that was received will be lost.

* "PSP" and "UMD" are registered trademarks of Sony Computer Entertainment Inc.

MAIN MENU

Insert the disc properly into the PSP console and turn the power ON. The Title Screen will be displayed. Press the START button to advance to the Main Menu, and choose a game to play. Press the directional buttons left and right to select from Original or Arrangement modes, and directional buttons up and down to choose a game to play. Enter your selection with the ⊗ button.

GAMES

Original Mode features seventeen classic games. Arrangement Mode features four classic games updated with new graphics and gameplay.

ARRANGEMENT MODE

- Pac-Man Arrangement
- Galaga Arrangement
- New Rally-X Arrangement
- Dig Dug Arrangement

ORIGINAL MODE

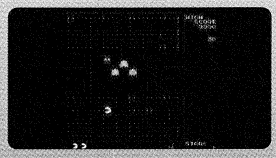
- Pac-Man
- Ms. Pac-Man
- Galaxian
- Galaga
- Bosconian
- Mappy
- Rolling Thunder
- Dig Dug II
- King & Balloon
- Rally-X
- New Rally-X
- Dig Dug
- Xevious
- Motos
- Grobda
- Tower of Druaga
- Dragon Buster

MENU SCREEN

All game modes are displayed. Select a mode with the directional buttons and enter your selection with the ⊗ button. Modes are identical for each game.

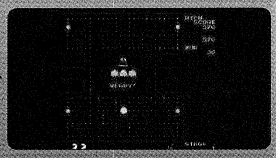
1P START

One player mode. Read the rules and controls for each game carefully before playing.



2P START

Two player mode, in which each player takes turns using one PSP. When your turn is over, pass the PSP to the other player.



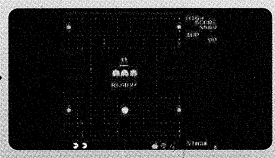
OPTIONS

Configure various game settings.

CONTINUE

If there is any save data on the Memory Stick Duo™ or Memory Stick PRO Duo™ for any of the games, you can continue playing from a previous game. Select a round/stage to start with the directional buttons, and enter the selection with the ⊗ button. CONTINUE is not shown if there is no save data.

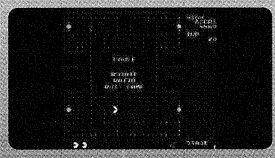
Select "CONTINUE" to advance to the Round Select Screen.



Play stages over again for higher scores.

PAUSE MENU

Press the START button during any of the Original games to display the Pause Menu. Select items with the directional buttons, and enter selections with the ⊗ button. The Pause Menu is identical for each game.



CONTINUE ..... Exit the Pause Menu and return to the game.
ROTATE ..... Rotate screen display.
RATIO ..... Configure the screen ratio.
QUIT ..... End the game.

OPTIONS

Configure various game settings. Note that controls differ when playing games in the vertical screen. Some of the Options listed below are not available in some games.

EXTEND

Adjust the score at which extra lives are obtained.

LIFE

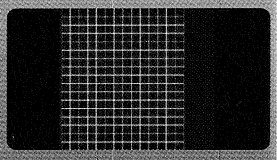
Set the number of lives to start the game with.

SOUND TEST

Listen to the in-game music and SFX.

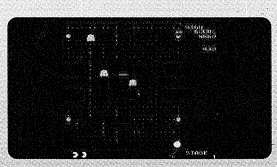
SELF TEST SCREEN

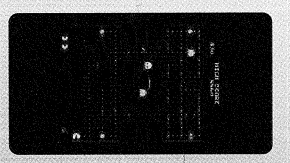
Turn the Self Test Screen ON/OFF. Turn this on to view the classic Self Test Screen when starting each game. The default setting is OFF.



SCREEN ROTATION

Display the screen horizontally or vertically. Rally-X, New Rally-X, Bosconian, Rolling Thunder and Dragon Buster do not feature vertical screens.





SCREEN RATIO

Adjust the screen ratio. Select from ARRANGE (the standard setting), ORIGINAL (ratio used in the original games), FIT (ratio remains unchanged), or FULL (full screen).

ANALOG STICK

Configure the functionality of the analog stick. This option is only available for Galaga, Galaxian, King & Balloon, Xevious, Mappy, Tower of Druaga, Motos and Dig Dug.

OFF ..... Do not use the analog stick.
CONTROL ..... Use the analog stick for character movement.
SHOOT/SWORD/JUMP ..... Use the analog stick to fire missiles (Galaga, Galaxian), open doors (Mappy), use sword (Tower of Druaga), jump (Motos) and harpoons (Dig Dug).

SCREEN REFINEMENT

Initially set to ON, this can be turned OFF to recreate the graphics used in the original games.

PAC-MAN ARRANGEMENT

This special version of Pac-Man has many new features such as Warps and Dashes, as well as new items. The basic rules are the same is in Pac-Man.

CONTROLS

Directional buttons	Move Pac-Man
Analog stick	Move Pac-Man
○, ✕, △ or □ buttons	Charge/Jump
START button	Display Pause Menu

TITLE SCREEN

Use the directional buttons to select a mode to play, and then press the ✕ button.

GAME START

Try to clear all of the worlds. Each world is comprised of five stages. Select NEW GAME to play from the beginning or CONTINUE to continue a saved game, and proceed to the Stage Select Screen. At the beginning of the game, only Stage 1-1 is available.

ITEMS

Some of these new items augment Pac-Man's abilities.

DASH BOOTS When the Dash Boot icon is picked up, a gauge appears in the lower right corner of the screen. Hold down the ○, ✕, △ or □ buttons to charge up the gauge, and release the button to dash for a period of time corresponding to the amount the gauge is charged.

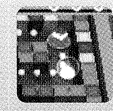
JUMP FEATHER A gauge appears when one of these feathers is picked up. When the gauge is full, press the ○, ✕, △ or □ buttons to jump. Pac-Man can jump over enemies and wells. The gauge replenishes as time passes.

VS GAME RULES

1. The player who eats the most Pac-Dots on the stage wins.
2. If a player is touched by a ghost, the player's Pac-Dots are scattered and the player turns into a ghost.
3. Ghost players cannot eat Pac-Dots.
4. Ghost players return to Pac-Man form when touching another Pac-Man player.
5. If a ghost is eaten by a Pac-Man, it reverts to a Pac-Man. However, all of its Pac-Dots are stolen.
6. Ghost players can also return to Pac-Man form by eating Recovery Fruits.

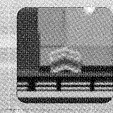
MAP FEATURES

These new features appear on the stages. Learn their functions and use them to help gather Pac-Dots and escape from ghosts.

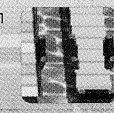


WARP PANEL Instantly teleports Pac-Man to a Warp Panel of the same color.

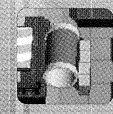
DOOR Pac-Man cannot pass closed doors, and must wait for them to open.



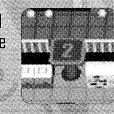
DASH PANEL Pac-Man will temporarily dash in the direction of the arrow.



BRIDGE Pac-Man cannot cross raised bridges.



TUNNEL Players hiding inside tunnels cannot be seen. However, ghosts can still touch them.



ELEVATOR Travel to different floors. The floor the elevator is stopped on is displayed.

ITEMS

Fruits, locks, keys and other items all offer bonus points. In addition, the following items also appear:

POWER PELLET Enables you to eat ghosts for a certain period of time.

SPLITTING SCROLL Enables Pac-Man to split into multiple Pac-Men, which ghosts cannot touch.

LUCKY PRESENT Turns all Pac-Dots on the screen into Power Pellets.

GALAGA ARRANGEMENT

Control your fighter and defeat all the enemies. Tractor beams can be used to combine up to three fighters.

CONTROLS

Directional buttons ..... Move fighter
Analog stick ..... Move fighter
✕ button, ● button ..... Shoot
▲ button ..... Send Pests automatically/manually
■ button ..... Send Pests (VS GAME)
L button, R button ..... Select target (VS GAME)
START button ..... Display Pause Menu

COMBINING FIGHTERS

Up to three fighters can be combined together in Galaga Arrangement. There are three types of enemies that emit tractor beams. A fighter's attack differs depending on which type of enemy it is captured by. The combining procedure is basically identical to Galaga, except that fighters can be freed from enemies even when the enemies are not attacking.

FIGHTER COMBINATIONS

Three types of enemies emit tractor beams: A, B and C. When combining first with a fighter captured by A and next with a fighter captured by B, the newly created fighter will assume AB properties. Other patterns such as AC and CC can be achieved in a similar manner. There are 9 possible fighter combinations:

WIDE SHOT (A)
The fighter's bullets are enlarged.

RAPID FIRE (B) The fighter shoots bullets rapidly.

SCATTERSHOT (C)
Bullets shoot forward in three different directions.

WIDE SHOT 2 (AA)
The Wide bullets are even more powerful.

LASER (BB) Although not as powerful, the fighter can shoot lasers.

SCATTERSHOT 2 (CC)
Bullets shoot forward in five different directions.

WIDE RAPID (AB)
The fighter shoots Wide bullets rapidly.

WIDE SCATTER (AC)
The fighter shoots Wide bullets and Scattershot bullets simultaneously.

RAPID SCATTER (BC)
The fighter shoots Scattershot bullets rapidly.

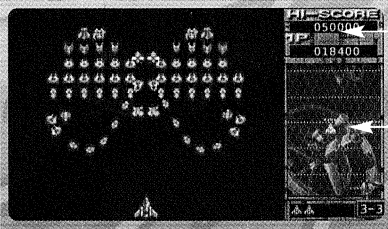
VS GAME RULES

The basic rules are identical to the original Galaga. Use the new Disruptor System to help secure victory!

1. The first player to clear a world wins.
2. Combos are achieved by consecutively destroying enemies. When a Combo ends, the player can send additional enemies to another player (Disruptor System). The number of enemies sent corresponds to the number of enemies destroyed in the combo.

THE GAME SCREEN

This is a screen from the VS GAME. When destroying enemies consecutively, the Combo number is shown in a bar at the lower right of the screen.



SCORE

POSITION
All players' current positions.

DISRUPTOR SYSTEM

Enemies can be sent to other players by performing Combos. In addition to regular enemies, these additional enemies must also be destroyed in order to clear a stage, making this an effective system to slow down your opponents.

Build up enemies through Combos.

Select an opponent to send the enemies to with the L or R button.

Send the enemies with the ■ button!

* Press the ▲ button to switch between MANUAL (player selects who to send the enemies to) and AUTO (enemies are sent to the player in 1st position).

NEW RALLY-X ARRANGEMENT

Control your car and collect all the flags. Keep a careful eye on your radar in order to avoid crashing into red cars.

CONTROLS

Note that you can still control your car with the directional button or the Analog Stick while using the Nitro feature (see pg. xx).

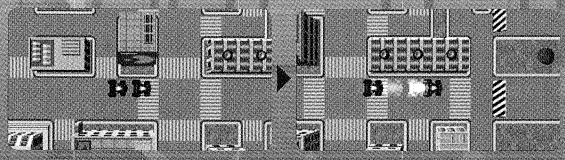
Directional buttons ..... Control car
Analog stick ..... Control car
⊗ button, ○ button ..... Use smokescreen
△ button, □ button ..... Use Nitro
START button ..... Display Pause Menu

NITRO

Press the △ or □ button to expend fuel and temporarily boost your speed. Use this feature carefully though, as it cannot be performed when out of fuel. Smokescreens can also be created while using the Nitro feature.

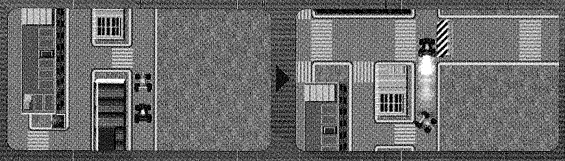
SLIPSTREAM

In competition play, you can rapidly accelerate when driving behind an opponent's vehicle. This is useful at times when you can see a flag but an opponent is in your way. However, be on the alert for smokescreens, which can send you into a spin.



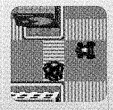
USE SMOKESCREENS TO STEAL FLAGS!

When players spin out in competition play, some of their flags will fall onto the stage. If a player is hoarding all the flags, position yourself in front of him and cause him to spin out with a smokescreen. Be careful how you use your fuel though, as you only have a limited amount.



HAZARDS ETC.

Apart from rocks, all the following features are new to this version. They are not shown on the mini map. Remember their locations as you discover them.



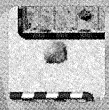
ROCKS One car is lost if it hits a rock.

DIRT The car loses its grip and can slide sideways.

JUMP RAMP Ride over this to jump for a certain distance.

OIL The car spins out and loses time.

DASH POINT Rapidly accelerate for a certain time. You can still control your car.



SAND PIT The car immediately stops, and then drives slowly for a short time thereafter.

ITEMS

All items that appear on the stage are beneficial. Be sure to pick them up as you encounter them.

1UP Increases your remaining number of cars by one.

FUEL BOOST Fuel will not deplete for a set amount of time.

RADAR JAMMER Red cars will not chase you unless they are on the same screen.

DIG DUG ARRANGEMENT

Control Dig Dug (Taizo Hori), and dig tunnels in the ground. Pump up and pop enemies with your harpoon, or crush them with rocks. Defeat all enemies and aim for the high score.

CONTROLS

Directional buttons	Move Dig Dug
Analog stick	Move Dig Dug
✕ button, ○ button	Shoot harpoon
△ button, □ button	Use item
L button, R button	Select item
START button	Display Pause Menu

USING ITEMS

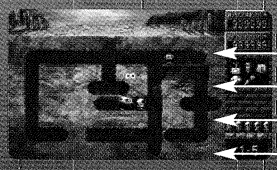
When items on the stage are picked up, they are stacked on the right side of the screen. Use the L or R button to choose an item, and press the △ or □ button to use it.

CO-OP RULES

1. Each player earns their own points, which are totaled when a stage is cleared.
2. If a player loses a life, he cannot reappear on that stage. All players who have lost lives reappear after the remaining players clear the stage.
3. Players can pass through each other.
4. Harpoons can hit other players.
5. Points are deducted for killing other players.
6. Each player can hold only a single item.

EARNING MORE POINTS

The lower the enemy is on the screen, the more points earned. When aiming for the high score, try to defeat enemies as deep underground as possible.



Enemy defeated in first layer: **200 points**

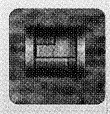
Enemy defeated in second layer: **300 points**

Enemy defeated in third layer: **400 points**

Enemy defeated in fourth layer: **500 points**

HAZARDS

The following hazards appear on the stages. Use items to burrow through layers that are normally too hard to dig through.



PIPE Enter one of these to exit on the opposite end.

HARD LAYER A hard layer of earth that slows down digging speed.

SOLID LAYER A layer of earth too hard for Dig Dug to tunnel through normally.

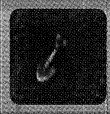
GEYSER (VERTICAL) A geyser that blows water towards the surface at regular intervals.

GEYSER (HORIZONTAL) A sidways oriented geyser that blows water at regular intervals.

LAVA Intensely hot lava. A life is lost if Dig Dug touches this.

ITEMS

These items increase Dig Dug's powers. When multiple items are obtained, scroll through the items to choose one to use. Many more items exist in addition to these. See how many you can uncover!



ENHANCED SHOVEL Temporarily increases digging speed.

DRILL Increases digging speed and can drill through Solid Layers.

BOOTS Increases Dig Dug's movement speed.

PAC-MAN & MS. PAC-MAN

Control Pac-Man/Ms. Pac-Man. Move around the maze and eat up all the Pac-Dots on the screen, while avoiding the four ghosts.

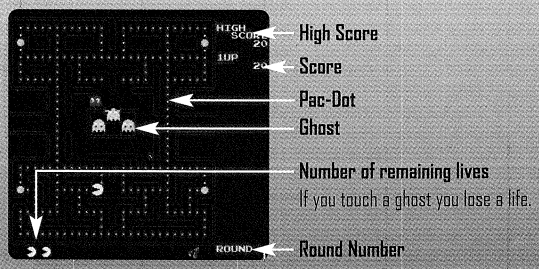
CONTROLS

Directional buttons ..... Move Pac-Man/Ms. Pac-Man
START button ..... Begin game/Pause

* Controls are the same for both Pac-Man and Ms. Pac-Man.
* When playing with a vertical screen, the directional button controls are rotated 90 degrees to the left (up becomes left, right becomes up, etc.).

THE GAME SCREEN

This is a screen from Pac-Man. Aside from a different main character, the Ms. Pac-Man screen is basically identical.



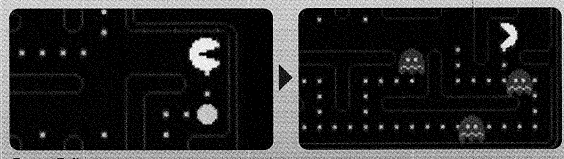
High Score
Score
Pac-Dot
Ghost
Number of remaining lives
If you touch a ghost you lose a life.
Round Number

RULES

1. Eat all the Pac-Dots on the screen to clear the stage.
2. If caught by a ghost, one life is lost.
3. The game ends when all your lives are lost.
4. An extra life is awarded when 10,000 points have been accumulated.

POWER PELLETS

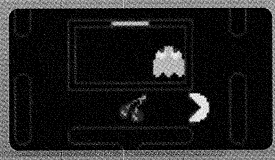
When a Pellet is consumed, the ghosts will turn blue and flee. Pac-Man (Ms. Pac-Man) can eat the blue ghosts. Eat multiple blue ghosts to earn bonus points. The ghosts start flashing before they turn back to their original color, so watch out!



Power Pellet
Larger than regular Pac-Dots.

EARN BONUS POINTS WITH FRUIT!

When a certain number of Pac-Dots have been eaten, a fruit will appear on the stage. In Pac-Man the fruit appears in a set location, whereas in Ms. Pac-Man it moves around. Be sure to eat these for extra points!



GALAXIAN / GALAGA

Control your fighter, and destroy all enemies with missiles. In Galaga, your fighter can be combined to become twice as powerful!

CONTROLS

HORIZONTAL SCREEN CONTROLS

Directional buttons ..... Move fighter
○, ✕, △ or □ buttons ..... Fire missile
START button ..... Begin game / Pause

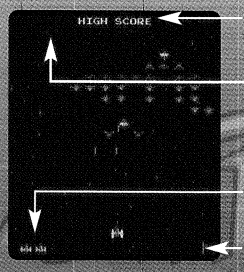
VERTICAL SCREEN CONTROLS

Directional buttons ..... Move fighter
Analog stick ..... Fire missile
START button ..... Begin game / Pause

* Controls are identical for both Galaxian and Galaga.
* When playing with a vertical screen, the directional button controls are rotated 90 degrees to the left (up becomes left, right becomes up, etc.).

THE GAME SCREEN

This is a screen from Galaxian. The basic layout of the screen for Galaga is identical.



High Score

Score

Number of remaining lives
If hit by an enemy, one life is lost.

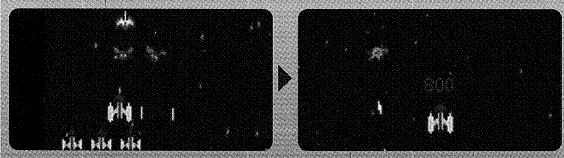
Round Number
The current round number.
Displayed as rank badges in Galaga.

RULES

1. Destroy all enemies to clear the stage.
2. One fighter is lost if hit by an enemy or enemy missile.
3. The game ends when all your fighters are lost.
4. An extra fighter is awarded at 20,000 points, 70,000 points, and every additional 70,000 points thereafter (Galaga only).
5. A Challenging Stage appears on the 3rd screen and every four screens thereafter, in which your score will increase depending on the number of enemies destroyed. (Galaga only.)
6. A Perfect Bonus is awarded if all enemies in a Challenging Stage are destroyed. (Galaga only.)

DESTROY BOSSES FOR BONUS POINTS!

In Galaxian, bosses appear with a squadron of two escorts. Destroy the escorts first, and then finish off the boss for bonus points.



FIGHT WITH A DUAL FIGHTER!

In Galaga, certain enemies will try to capture your fighter with a tractor beam. If you allow your fighter to be captured and then destroy the enemy holding your fighter, the freed fighter will join together with your current fighter, allowing you to battle with a Dual Fighter!

Allow a fighter to be captured.

Destroy the enemy holding your fighter captive.

Combine to create a Dual Fighter!

RALLY-X / NEW RALLY-X

Control your car and collect all the flags. Keep a careful eye on your radar in order to avoid crashing into red cars.

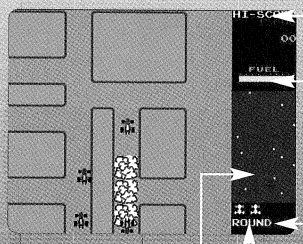
CONTROLS

Directional buttons ..... Control car
⊙, ⊗, △ or □ buttons ..... Use smokescreen
START button ..... Begin game / Pause

* Controls are identical for both Rally-X and New Rally-X.

THE GAME SCREEN

This is a screen from Rally-X. The basic layout of the New Rally-X screen is identical.



Score & Hi-Score

Fuel
Diminishes as time passes and when the smokescreen is used. When depleted, the car loses speed and the smokescreen cannot be used.

Round Number

Number of remaining cars
One car is lost for each crash.

Radar
Yellow dots represent flags, red dots represent enemy red cars, and the blinking dot represents your car.

RALLY-X VS. NEW RALLY-X

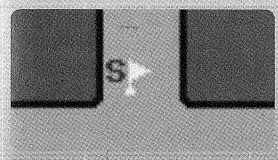
Rally-X and New Rally-X present two versions that give the player a different experience in gameplay. Rally-X is the classic version giving you the original experience that was made memorable in the arcades. New Rally-X is an updated version with less dead ends, more Lucky Flags. The graphics and music were also modified to give a different experience.

RULES

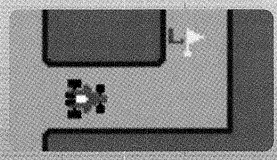
1. Collect all the flags to clear the stage.
2. One car is lost if it hits a rock or red car.
3. The game ends when all cars are lost.
4. An extra car is awarded at 20,000 points in Rally-X, and at 20,000 points and 100,000 points in New Rally-X.

PICK UP BONUS FLAGS!

Pick up Special Flags to double the score of all remaining flags. In New Rally-X, there are also Lucky Flags that award points for your remaining amount of fuel when picked up.



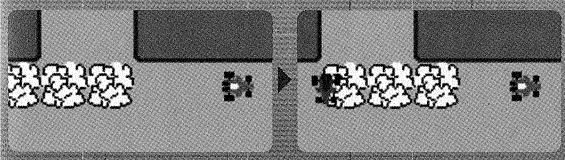
Special Flag



Lucky Flag

USE SMOKESCREENS!

Press the ⊙, ⊗, △ or □ buttons while driving to create a smokescreen. Up to three smokescreens can be created simultaneously. Red cars spin out when driving into smokescreens. Smokescreens are invaluable resources when red cars catch up to you.



DIG DUG

Control Dig Dug, and dig tunnels in the ground. Pump up and pop enemies with your harpoon, or crush them with rocks. Defeat all enemies and aim for the high score.

CONTROLS

HORIZONTAL SCREEN CONTROLS

Directional buttons	Move Dig Dug
⊙, ⊗, △ or □ buttons	Shoot harpoon (Pump when stuck in enemy)
START button	Begin game / Pause

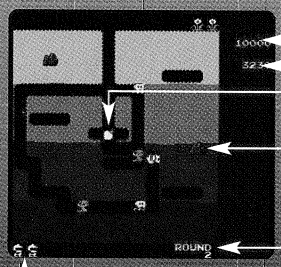
VERTICAL SCREEN CONTROLS

Directional buttons	Move Dig Dug (Dig tunnel)
Analog stick	Shoot harpoon (Pump when stuck in enemy)
START button	Begin game / Pause

* When playing with a vertical screen, the directional button controls are rotated 90 degrees to the left (up becomes left, right becomes up, etc.).

THE GAME SCREEN

This is the Dig Dug screen. Dig Dug can also move above ground at the top of the screen.



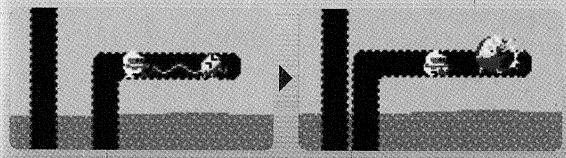
High Score
Score
Fruit
Pick up for extra points.
Rock
Round Number
Number of remaining Dig Dugs
One Dig Dug is lost if hit by an enemy, an enemy attack, or if crushed by a rock.

RULES

1. Defeat all enemies to clear the stage.
2. If hit by an enemy, an enemy attack, or crushed by a rock, one Dig Dug is lost.
3. The game ends when all Dig Dugs are lost.
4. An extra Dig Dug is awarded at 20,000 and 60,000 points.

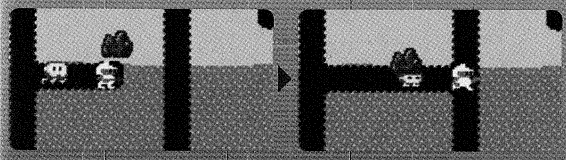
USING THE HARPOON

Fire the harpoon with the ⊙, ⊗, △ or □ buttons. When the harpoon strikes an enemy, continue holding the button down to pump up the enemy with air. If you release the button while pumping up an enemy, the enemy will shrink back to its original state.



USE ROCKS TO YOUR ADVANTAGE!

Each stage contains several rocks that fall when you dig under them. If you lure enemies under rocks so the rocks crush them, you will be awarded more points than when defeating enemies with the harpoon. Be careful the rocks don't fall on you though, or you'll lose a life! Keep in mind the placement of rocks when digging tunnels.



XEVIOUS

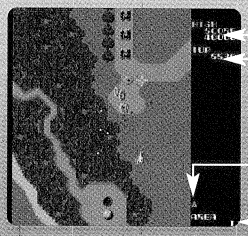
An invading alien race has invaded and the player must defend Earth. Destroy the different ground and air-based targets to save your home planet.

HORIZONTAL SCREEN CONTROLS

Directional buttons	Move your ship
⊗ button, △ button	Fire blasters
○ button, □ button	Fire bomb
START button	Begin game / Pause

* When playing with a vertical screen, the directional button controls are rotated 90 degrees to the left (up becomes left, right becomes up, etc.).

THE GAME SCREEN



High Score
Score
Lives remaining
Area

RULES

1. Defeat all enemies to clear the stage.
2. Lose a ship if hit by an enemy.
3. The game is over when all your ships are gone.

FIND THE SOLS!

Sol Citadels are structures hidden throughout the game. Your targeting sight will turn red when they are over a Sol. Fire a bomb to reveal them and earn more points!

BOSCONIAN

Move your fighter to avoiding enemy attacks, and to destroy the enemy base. You will proceed to the next round when all enemy bases are destroyed.

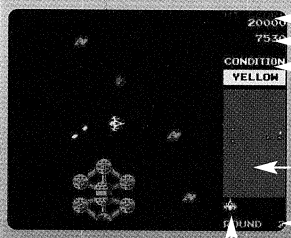
HORIZONTAL SCREEN CONTROLS

Directional buttons	Move fighter
○, ⊗, △ or □ buttons	Fire missiles
START button	Begin game / Pause

VERTICAL SCREEN CONTROLS

Directional buttons	Move fighter
Analog stick	Fire missiles
START button	Begin game / Pause

THE GAME SCREEN



High Score
Score
Condition
Green: No enemy attacks
Yellow: Missile approaching
Red: All-out enemy attack
Radar Shows the location of your ship and enemy bases.
Round Number Displayed as rank badges in Galaga.
Fighters remaining

RULES

1. You lose one fighter if you run into an enemy or an enemy's shot.
2. The game is over if you lose all fighters.
3. You gain a bonus fighter at 20,000 and 70,000 points, and additional fighters every 70,000 points thereafter. (This is the initial setting, and can be changed on the dipswitch screen.)

THERE ARE TWO WAYS TO DESTROY ENEMY BASES!

- Destroy all six cannon platforms!
- Fire a missile into the center of the platforms! But beware! Your shots are ineffective when the shelter is closed!

MOTOS

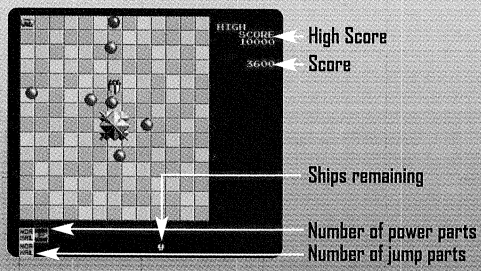
Maneuver a ship to bump enemies off the edge of the playfield while they attempt to do the same to you.

HORIZONTAL SCREEN CONTROLS

Directional buttons ..... Move your ship
○, ✕, △ or □ buttons..... Jump (requires Jump part)
START button..... Begin game / Pause

* When playing with a vertical screen, the directional button controls are rotated 90 degrees to the left (up becomes left, right becomes up, etc.).

THE GAME SCREEN



RULES

1. Run into enemies to knock them out of the playing field.
2. You lose a ship if your ship is knocked off the field.
3. The game is over when you lose all of your ships.
4. The stage is cleared when all of the enemies have been forced out.

COLLECT PARTS!

If you pick up parts, you will be able to choose them in future stages to battle with your enemies.

POWER PARTS

These parts make your ship heavier, adding power to your collisions. You can equip more than one, making your vehicle even heavier.

JUMP PARTS

These parts allow you to jump, making it possible to move to dislocated playing fields. Cracks will appear in the space where you land, and landing in a cracked space will cause it to be destroyed entirely.

MAPPY

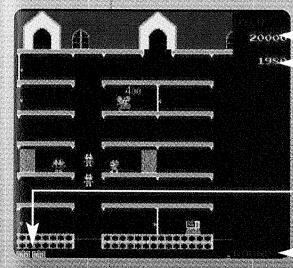
Mappy, the police mouse, is charged with retrieving stolen goods. As Mappy races throughout the house, a gang of burglar cats are hard at work to stop him.

HORIZONTAL SCREEN CONTROLS

Directional buttons ..... Move Mappy
○, ✕, △ or □ buttons..... Open/close doors and Jump on trampoline
START button..... Begin game / Pause

* When playing with a vertical screen, the directional button controls are rotated 90 degrees to the left (up becomes left, right becomes up, etc.).

THE GAME SCREEN



RULES

1. Collect all the stolen goods to clear the stage.
2. If caught by an enemy or dropped down to or below a lower floor, you will lose a Mappy. The game is over when all your Mappys are gone.

USE TRAMPOLINES WISELY!

You can jump up and down to different floors by using trampolines. When jumping, press the directional buttons left or right to land on that floor.

FIGHT BACK WITH THE POWER DOORS!

If you find yourself in trouble, head to a Power Door! Opening the door will cause an impact wave to spread, chasing the Namcats from the building.

GROBDA

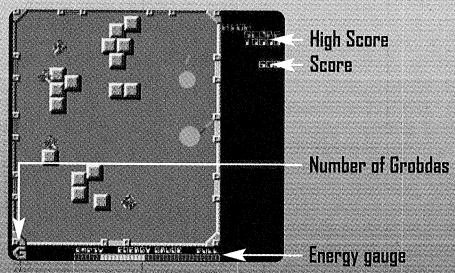
A tank-like game that uses an overhead view. Enemy tanks attack in waves and must be destroyed before they get your tank!

HORIZONTAL SCREEN CONTROLS

Directional buttons	Move your tank
⊗ button, △ button	Fire cannon
□ button, ○ button	Use shield
START button	Begin game / Pause

* When playing with a vertical screen, the directional button controls are rotated 90 degrees to the left (up becomes left, right becomes up, etc.).

THE GAME SCREEN



RULES

1. The round is cleared when all enemies have been defeated.
2. When hit by an enemy attack or explosion, the Grobda is lost.
3. The game is over when all your Grobdas are gone.

USE YOUR SHIELD WISELY!

Your shield will block not only enemy attacks, but also explosions. The effects of the shield will change with the amount of energy available, however, so keep an eye on your energy gauge. Energy is replenished when you aren't moving.

Blue:	Can protect from explosions
Yellow:	Can only protect from enemy shots
Red:	Shield not available

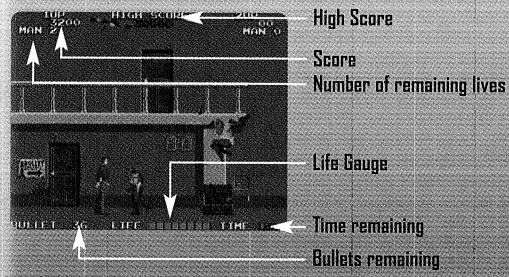
ROLLING THUNDER

You play a secret agent codenamed "Albatross", a member of the Rolling Thunder team. Your mission is to stop the criminal organization known as Geldra, rescue Agent Lelia Blitz and eventually overthrow Geldra's leader Maboo.

HORIZONTAL SCREEN CONTROLS

Directional buttons	Move your character
Directional button UP + ⊗ Button	Jump from a lower level to a higher one
Directional button DOWN + ⊗ Button	Jump from a higher level to a lower one
Directional button UP	Enter door
Directional button DOWN	Crouch
⊗ button, △ button	Shoot
□ button, ○ button	Jump
START button	Begin game / Pause

THE GAME SCREEN



RULES

1. Reach the end of the stage within the time limit to clear the stage.
2. Lose a life when your life gauge reaches zero or you run out of time.
3. The game is over when you run out of lives.

ENTER DOORS TO GET WEAPONS

You can replenish your ammunition by entering doors marked "BULLET" or receive a powerful machine gun by entering a door marked "ARMS". Hold down the fire button to shoot multiple bullets. Your regular gun and machine gun have limited ammunition, and will lower in strength when you run out.

USE THE UPPER AND LOWER LEVELS

Some stages allow you to move between upper and lower levels at specific locations with a handrail. Use these levels wisely, paying attention to where enemies are appearing.

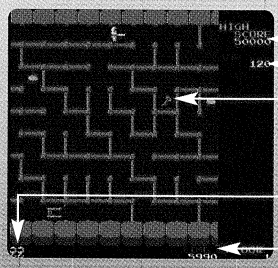
TOWER OF DRUAGA

The goal of our hero Gil is to rescue Kai, who is imprisoned in the top floor of the tower.

HORIZONTAL SCREEN CONTROLS

Directional buttons ..... Move Gil. Select menu item
●, ✕, ▲ or ■ buttons ..... Use sword
START button ..... Begin game / Pause

THE GAME SCREEN



RULES

1. Collect the keys, found in the mazes, to open doors leading to higher floors.
2. If your hit points reach zero (note that hit points are not displayed), hit by a magic attack or time runs out, you will lose a Gil.
3. When you run out of Gils, the game is over.

GET THE ITEMS FOUND IN TREASURE CHESTS!

There is a treasure chest containing an item hidden on each floor. There are many very important items, so be sure to collect them. **For the full item list, please go to the Namco Knowledgebase in the Support section of WWW.NAMCO.COM. Click on "Game Help" for the Namco Museum Battle Collection section.**

USE YOUR SHIELD TO BLOCK SPELLS!

Gil uses his shield when no button is being pressed. Use this to block spells that approach you from the front. When Gil uses his sword, his shield faces to the left of his direction of travel. You can use this to block spells coming from the left.

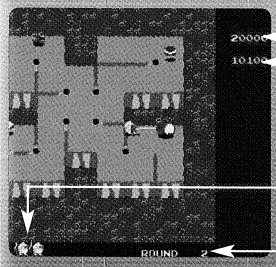
DIG DUG II

Dig Dug the Second's job was to protect a series of islands that float peacefully in the ocean. But peace didn't last for long. His archenemies, Pooka and Fygar dug themselves out from under the ground to attack the islands. But Dig Dug II wasn't totally unprepared – he had readied his stakes and his Super Drill for this day. Now he must use his Island Busting and Monster Inflating skills to get rid of all of the monsters. There are 72 islands in all. He will need to create new strategies for each, based on the shape of the island and the number of stakes.

HORIZONTAL SCREEN CONTROLS

Directional buttons ..... Move Dig Dug
■ button, ● button ..... Use drill
▲ button, ✕ button ..... Shoot and pump harpoon
START button ..... Begin game / Pause

THE GAME SCREEN



RULES

1. Defeat all enemies to clear the stage.
2. If hit by an enemy, an enemy attack, or falling into the ocean a life is lost.
3. Inflate or drop enemies into the ocean.

DROP THEM INTO THE OCEAN

Pressing the drill button to hit the stakes will cause a crack to appear in the direction faced. Connecting cracks will cause the smaller part of the island to crumble, dropping the monsters standing there into the ocean. The secret to getting the highest possible score is to use the ocean dropping technique defeating as many enemies as possible.

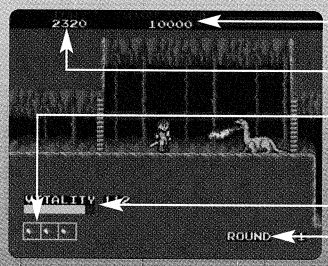
DRAGON BUSTER

The goal of the game is to help Clovis (the hero of the game) to rescue Pricess Celia, who has been kidnapped by a dragon.

HORIZONTAL SCREEN CONTROLS

Directional buttons	Move Clovis
Directional button UP	Jump
Directional button DOWN	Crouch
✕ button, △ button	Sword strike
○ button, □ button	Shoot fireball
START button	Begin game / Pause

THE GAME SCREEN



High score
Score
Remaining fireballs
Vitality
Round number

RULES

1. You must defeat the guardians in each room to escape to a different area.
2. After you have made your way through a number of areas, you will arrive at a dragon mountain.
3. Defeat the dragon of the mountain to clear the round.

KING & BALLOON

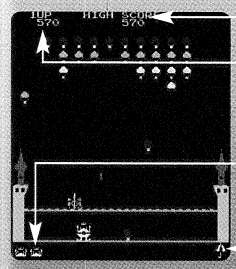
Evil Villains are trying to kidnap the king with hot air balloons that fall from the sky. You must use the castle's cannon to shoot down the balloons.

HORIZONTAL SCREEN CONTROLS

Directional buttons	Move your cannon
○, ✕, △ or □ buttons	Fire cannon
START button	Begin game / Pause

* When playing with a vertical screen, the directional button controls are rotated 90 degrees to the left (up becomes left, right becomes up, etc.).

THE GAME SCREEN



High Score
Player 1 Score
Remaining Kings
Round

RULES

1. Defeat all enemies to clear the stage.
2. If hit by an enemy your cannon is destroyed.
3. You have unlimited cannons but will lose a turn if your king is captured.
4. The game is over when all your turns are gone.

DON'T GIVE UP IF YOUR KING IS TAKEN!

Even if your king is taken, if you shoot down the balloon that took him before it goes off-screen the king will open up his umbrella and float safely back to the castle.

GET HIGHER SCORES BY SHOOTING COMBINED BALLOONS!

Score more points by repeatedly hitting the combined balloons with your cannon.

WIRELESS PLAY SETUP

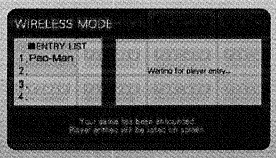
Select WIRELESS MODE in any of the Arrangement games to play using the PSP's wireless functionality. The set up procedure is identical for each game.

HOST/JOIN

First, choose whether to host a game, or to join a game. Select with the directional buttons and enter your selection with the ⊗ button.

HOSTING A GAME

After choosing HOST A GAME, notification that a game is being hosted is sent to other PSPs in the vicinity. Wait for participants to apply while the notice is being transmitted.

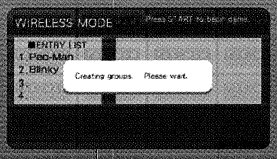


ALLOW PARTICIPATION

Player entries will be displayed on-screen. Choose whether or not to allow the person to participate.

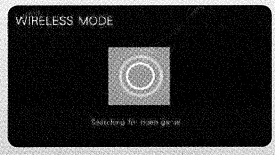
START GAME

When two or more players are assembled, you can end the recruiting phase and begin the game. Press the START button to proceed.



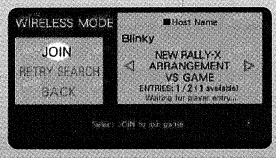
JOINING A GAME

Select JOIN A GAME to search for any games being hosted in the vicinity. Wait momentarily for the results to be displayed.



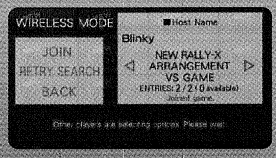
APPLY TO PARTICIPATE

If a game is being hosted in the vicinity, the WIRELESS MODE name (either VS GAME or CO-OP) will be shown, along with the number of people already signed up to play. Select "OK" to participate, or "RETRY" to perform another search, and enter the selection with the ⊗ button.



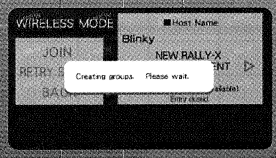
STANDBY SCREEN

If you are approved to participate by the host, wait for the game to begin. If you are not approved, you will be returned to the Search Results Screen.



START GAME

When the host ends the recruiting phase and presses the START button, the message "Entry Closed" will appear, after which the game will begin. Refer to each game's WIRELESS MODE section for further information.



CREDITS

DEVELOPED BY NAMCO LTD.

Producer
Nobutaka Nakajima

Director
Yasuhiro Nishimoto

Assistant Director
Toshihiko Kajioka

Technical Support
Kazumasa Koseki

Original Game Supervisors
Yukito Ohayashi
Kenichi Ishiguro

Senior Consultant
Kenichi Ishiguro

Logo Design
Mineko Matsuda

Localization Producer
Lindsay Gray

Localization Specialists
Naotaka Higashiyama
Seiji Sugimoto

ARCADE ORIGINAL GAMES

MAPPY, THE TOWER OF DRUAGA, GROBDA, DRAGON BUSTER, Dig Dug II, Motos, ROLLING THUNDER

Game Programmers
Tomohiko Suemitsu

Kazuhiro Mitsuishi
Kazuhiko Ohtani
Tsuyoshi Nakazawa
Hiromichi Kawaguchi

PAC-MAN, Ms.PAC-MAN, Galaga, Galaxian, DIG DUG, RALLY-X, NEW RALLY-X, KING & BALLOON, BOSCONIAN, XEVIOUS,

Producer
Hiroshi Aso

Game Programmers
Masatoshi Hashimoto
Shinichiro Mukaigashira

SYSTEM & ARRANGEMENT GAMES

Producer
Yasuhiro Minamimoto

Assistant Producer
Tomo Fujiwara

Director
Daisuke Ichihara

Game Designer
Yosuke Tomikawa

Lead Programmer
Takahiro Furukawa

Game Programmers
Motomu Hosono
Eichi Kagifuku
Shinya Morimoto
Yasunori Morui
Takashi Miyashita
Kazuya Watanabe
Hiroyuki Ikenaga
Tappei Nakano
Yoshihiro Kanazawa
Shigemitsu Miura

Art Director
Sayaka Miza

Graphics Artists
Toshiyuki Kanno
Hiroko Yoshida
Hirotoshi Akai
Fumihiko Yamagata
Mari Kato
Tomohiko Chono
Hirotaka Moriyama

Music
Morihiro Iwamoto

Software Testers
Koji Omoto
Shingo Yamashita
Hiroyuki Nishi
Masayoshi Yamaoka

PUBLISHED BY NAMCO HOMETEK INC.

Business Unit Director
Yoshi Niki

MARKETING

Senior Marketing Manager
Yoko Nakao

Marketing Specialist
Wayne Shiu

Public Relations Manager
Kristin Calcagno

Marketing Translator
Thomas Huston

NAMCO HOMETEK QUALITY ASSURANCE

Director of Product Services
Glen A. Cureton

QA Supervisor
Daryle Tumacder

QA Lead
Gene Bang

QA Testers
Jhune Dela Cruz
Shaun Woo
Matthew Bragg
Jason Chan
Randy Reyes
Jared Rea
Gene Duenas
Brandon Voytoski
Alex Gannaway
Corey Chao

Senior Operations Manager
Jennifer Tersigni

Special Thanks to
Nobuhiro Kasahara
Robert Ennis
Garry Cole
Brian Schorr
Junko Ozawa
Ko Kimura
Hiroshi Okuda
Kiyosei Nishikawa
Tom Usher Designs

PRODUCED BY NAMCO
©2005 NAMCO LTD.
ALL RIGHTS RESERVED.

NOTES

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
Now you can get one-on-one help from Namco using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

Namco Hometek Inc.
ATTN: Customer Service
4555 Great America Parkway, Suite 201
Santa Clara, CA 95054

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: http://www.namco.com
Visit our Website to get information about our new titles.

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

To register product online go to
WWW.NAMCOREG.COM